

## WEST Search History





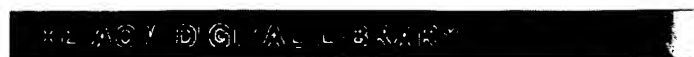
DATE: Sunday, March 18, 2007

Hide?	<u>Set</u> <u>Name</u>	<u>Query</u>	<u>Hit</u> <u>Count</u>
		<i>DB=PGPB,USPT,USOC; PLUR=NO; OP=OR</i>	
<input type="checkbox"/>	L16	(l12 or l13 or l14 or l15) and ((binding adj1 engine) with binding with (ui or (user adj1 interface)) with (code or instruction or instructions or application or software or statement or statements))	1
<input type="checkbox"/>	L15	715/700.ccls.	979
<input type="checkbox"/>	L14	717/100.ccls.	613
<input type="checkbox"/>	L13	707/104.1.ccls.	5994
<input type="checkbox"/>	L12	707/103r-103z.ccls.	1912
<input type="checkbox"/>	L11	L10 and (interfac\$ or (graphical adj1 user adj1 interfac\$) or (user adj1 interfac\$) or ui)	22
<input type="checkbox"/>	L10	(binding near engine)	34
<input type="checkbox"/>	L9	(L5 or L6 or L7 or L8) and engine	16
<input type="checkbox"/>	L8	L2 and (interfac\$ or (graphical adj1 user adj1 interfac\$) or (user adj1 interfac\$) or ui).ab.	33
<input type="checkbox"/>	L7	L2 and (interfac\$ or (graphical adj1 user adj1 interfac\$) or (user adj1 interfac\$) or ui).ti.	15
<input type="checkbox"/>	L6	L2 and bind\$.ti.	14
<input type="checkbox"/>	L5	L2 and bind\$.ab.	20
<input type="checkbox"/>	L4	L2 and (bind\$ near statement\$).ab.	1
<input type="checkbox"/>	L3	L2 and (bind\$ near statement\$).ti.	0
<input type="checkbox"/>	L2	L1 and (interfac\$ or (graphical adj1 user adj1 interfac\$) or (user adj1 interfac\$) or ui)	99
<input type="checkbox"/>	L1	(bind\$ near statement\$)	119

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 Terms used **binding** and **user interface** and **engine**

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Best 200 shown

 Relevance scale ☐ ☐ ☐ ☐ ☐

### 1 [Managing resources and services: Metis: lightweight, flexible, and Web-based workflow services for digital libraries](#)

Kenneth M. Anderson, Aaron Andersen, Neet Wadhvani, Laura M. Bartolo

 May 2003 **Proceedings of the 3rd ACM/IEEE-CS joint conference on Digital libraries JCDL '03**

Publisher: IEEE Computer Society

 Full text available: [pdf\(154.93 KB\)](#)

 Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The Metis project is developing workflow technology designed for use in digital libraries by avoiding the assumptions made by traditional workflow systems. In particular, digital libraries have highly distributed sets of stake-holders who nevertheless must work together to perform shared activities. Hence, traditional assumptions that all members of a workflow belong to the same organization, work in the same fashion, or have access to similar computing platforms are invalid. The Metis approach ...

### 2 [The STARS process engine: language and architecture to support process capture and multi-user execution](#)

Scott Arthur Moody

 November 1994 **Proceedings of the conference on TRI-Ada '94 TRI-Ada '94**

Publisher: ACM Press

 Full text available: [pdf\(1.43 MB\)](#)

 Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Process-centered computing environments are currently in their infancy, with notable exceptions [1][19][21][22]. Two important components of envisioned environments are the language used to describe the processes, and the architecture for the language implementation and execution. These must support the multi-user emphasis of team work, process monitoring, process improvement, and automated execution. This paper reports on the STARS Process Engine ...

### 3 [Formal tool demo presentations: Using communicative acts in high-level specifications of user interfaces for their automated synthesis](#)

Jürgen Falb, Roman Popp, Thomas Röck, Helmut Jelinek, Edin Arnautovic, Hermann Kaindl

 November 2005 **Proceedings of the 20th IEEE/ACM international Conference on Automated software engineering ASE '05**

Publisher: ACM Press

 Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

10/823,461

Full text available:  [pdf\(65.96 KB\)](#)[terms](#)

User interfaces are very important for the success of many computer-based applications these days. However, their development takes time, requires experts for user-interface design as well as experienced programmers and is very expensive. This problem becomes even more severe through the ubiquitous use of a variety of devices such as PCs, mobile phones, PDAs etc., since each of these devices has its own specifics that require a special user interface. Therefore, we developed a tool-supported appr ...

**Keywords:** UI specification, communicative act, intention

#### 4 Guidelines: Designing search engine user interfaces for the visually impaired



Barbara Leporini, Patrizia Andronico, Marina Buzzi

May 2004 **Proceedings of the 2004 international cross-disciplinary workshop on Web accessibility (W4A) W4A '04**

**Publisher:** ACM Press

Full text available:  [pdf\(500.49 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Search engines are a fundamental tool for retrieving specific and appropriate information on the Internet; for this reason it is essential for any user to be able to interact with simple, clear and accessible interfaces. In this paper we describe the main design issues affecting the user interface of a search engine when a sightless user interacts by means of a screen reader or voice synthesizer. In particular, the most important differences between a visual layout and aural perception are discus ...

**Keywords:** Internet, accessibility, search engine, usability, user interface design, web navigation

#### 5 A specification paradigm for design and implementation of non-WIMP user interfaces



Stephen A. Morrison, Robert J. K. Jacob

April 1998 **CHI 98 conference summary on Human factors in computing systems CHI '98**

**Publisher:** ACM Press

Full text available:  [pdf\(253.26 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

**Keywords:** SHADOW, constraint programming, interface specification, non-WIMP, software engineering, state transition diagram, user interface description language (UIDL), user interface management system (UIMS), virtual reality (VR), visual programming

#### 6 OQL\_SERF: an ODMG implementation of the template-based schema evolution framework

Kajal T. Claypool, Jing Jin, Elke A. Rundensteiner

November 1998 **Proceedings of the 1998 conference of the Centre for Advanced Studies on Collaborative research CASCON '98**

**Publisher:** IBM Press

Full text available:  [pdf\(333.22 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

With rapid progress in application development and technologies, there is an increasing need to specify and handle complex schema changes of databases. The existing support for schema evolution in current OODB systems is limited to a pre-defined taxonomy of simple schema evolution operations with fixed semantics. We have proposed an

extensible framework for schema transformations to address this open problem. The SERF framework succeeds in giving the user the *flexibility* to define the sem ...

7 System papers: advanced interaction tools: Extensible interfaces for mobile devices in an advanced platform for infomobility services

Luigi Mazzucchelli, Matteo Pace

May 2004 **Proceedings of the working conference on Advanced visual interfaces AVI '04**

**Publisher:** ACM Press

Full text available:  pdf(153.04 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Satellite position based applications, location based information services and communication infrastructures, integrated in Infomobility systems, have had a great influence on the development of new applications in various fields. INSTANT, "INfomobility Services for SafeTy-critical Application on Land and Sea based on the use of INtegrated GNSS Terminals for needs of OLYMPIC cities", is a Pilot Project co-funded by European Commission and GALILEO Joint Undertaking; it aims to provide a scalable ...


**Keywords:** XUL, extensible user interfaces, integrated models for process driven Architectures, mobile devices

8 Delaunay: a database visualization system

Isabel F. Cruz, M. Averbuch, Wendy T. Lucas, Melissa Radzysinski, Kirby Zhang

June 1997 **ACM SIGMOD Record , Proceedings of the 1997 ACM SIGMOD international conference on Management of data SIGMOD '97**, Volume 26 Issue 2

**Publisher:** ACM Press

Full text available:  pdf(743.60 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)


Visual query systems have traditionally supported a set of pre-defined visual displays. We describe the Delaunay system, which supports visualizations of object-oriented databases specified by the user with a visual constraint-based query language. The highlights of our approach are the expressiveness of the visual query language, the efficiency of the query engine, and the overall flexibility and extensibility of the framework. The user interface is implemented using Java ...

9 Student tracking and personalization: Dynamic assembly of learning objects

Robert G. Farrell, Soyini D. Liburd, John C. Thomas

May 2004 **Proceedings of the 13th international World Wide Web conference on Alternate track papers & posters WWW Alt. '04**


**Publisher:** ACM Press

Full text available:  pdf(307.02 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper describes one solution to the problem of how to select sequence, and link Web resources into a coherent, focused organization for instruction that addresses a user's immediate and focused learning need. A system is described that automatically generates individualized learning paths from a repository of XML Web resources. Each Web resource has an XML Learning Object Metadata (LOM) description consisting of General, Educational, and Classification metadata. Dynamic assembly of these le ...

**Keywords:** LOM, RDF, assembly, content management, data retrieval, information retrieval, instruction, learning object, linking, metadata, organization, semantic web.

10 Online testing with model programs

-  Margus Veanes, Colin Campbell, Wolfram Schulte, Nikolai Tillmann  
September 2005 **ACM SIGSOFT Software Engineering Notes , Proceedings of the 10th European software engineering conference held jointly with 13th ACM SIGSOFT international symposium on Foundations of software engineering ESEC/FSE-13**, Volume 30 Issue 5

**Publisher:** ACM Press

Full text available:  [pdf\(157.11 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)


Online testing is a technique in which test derivation from a model program and test execution are combined into a single algorithm. We describe a practical online testing algorithm that is implemented in the model-based testing tool developed at Microsoft Research called Spec Explorer. Spec Explorer is being used daily by several Microsoft product groups. Model programs in Spec Explorer are written in the high level specification languages AsmL or Spec#. We view model programs as implicit defi ...

**Keywords:** conformance testing, interface automata, runtime verification

11 Visualization: Periscope: a system for adaptive 3D visualization of search results

-  Wojciech Wiza, Krzysztof Walczak, Wojciech Cellary  
April 2004 **Proceedings of the ninth international conference on 3D Web technology Web3D '04**


**Publisher:** ACM Press

Full text available:  [pdf\(1.37 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

A system for efficient 3D visualization of Web search results is presented. The system, called Periscope1, uses a novel approach for adaptive and customizable visualization of complex data. The whole process is divided into a number of interactive steps. At each step, the system can automatically choose the best method of presenting search results. The user can also select a specific presentation method to focus on certain properties of the result obtained. After analyzing the current search res ...

**Keywords:** adaptive interfaces, human-computer interfaces, virtual reality


12 Bridge the gap: Discovering modalities for adaptive multimodal interfaces

-  Srihathi Prammanee, Klaus Moessner, Rahim Tafazolli  
May 2006 **interactions**, Volume 13 Issue 3

**Publisher:** ACM Press

Full text available:  [pdf\(105.78 KB\)](#)  [html\(14.12 KB\)](#) Additional Information: [full citation](#), [references](#), [index terms](#)

13 A new approach to software tool interoperability

-  Yimin Bao, Ellis Horowitz  
February 1996 **Proceedings of the 1996 ACM symposium on Applied Computing SAC '96**

**Publisher:** ACM Press

Full text available:  [pdf\(1.43 MB\)](#) Additional Information: [full citation](#), [references](#), [index terms](#)

**Keywords:** CASE, software engineering environment, software interoperability, tool integration

**14** Revealing relationships in search engine results

Cláudio Max. Zaina, M. Cecília C. Baranauskas

October 2005 **Proceedings of the 2005 Latin American conference on Human-computer interaction CLIHC '05**

Publisher: ACM Press

Full text available: pdf(602.73 KB) Additional Information: [full citation](#), [abstract](#), [references](#)

The amount of information available in the Internet is so vast that finding the desired information in such an unstructured repository easily becomes a tedious task. Graphical cluster-based representations of results from search engines shift the user's mental load from slower thought-intensive processes of reading information got from linear lists of results to faster perceptual processes such as pattern recognition in a visual display. In this paper we investigate the subject by presenting the ...

**Keywords:** information visualization, query results visualization, search engine results, world wide web

**15** Automating parallel simulation using parallel time streams

Victor Yau

April 1999 **ACM Transactions on Modeling and Computer Simulation (TOMACS)**, Volume 9 Issue 2

Publisher: ACM Press

Full text available: pdf(194.69 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This paper describes a package for parallel steady-state stochastic simulation that was designed to overcome problems caused by long simulation times experienced in our ongoing research in performance evaluation of high-speed and integrated-services communication networks, while maintaining basic statistical rigors of proper analysis of simulation output data. The package, named AKAROA, accepts ordinary (nonparallel) simulation programs, and all further stages of stochastic simulation shou ...

**Keywords:** distributed simulation, interprocess communication, output analysis methodology, parallel processing, parallel simulation, parallel time streams, spectral analysis, speedup

**16** Implementing a modular access control service to support application-specific policies in CaesarJ

Tine Verhanneman, Frank Piessens, Bart De Win, Eddy Truyen, Wouter Joosen

November 2005 **Proceedings of the 1st workshop on Aspect oriented middleware development AOMD '05**

Publisher: ACM Press

Full text available: pdf(352.50 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Ideally, the enforcement of application-specific policies in an access control service should be untangled from the application logic. The access control services that are provided in state-of-the-art application servers typically fail to support such a separation. Aspect-Oriented Software Development techniques can be used to alleviate such shortcomings. This paper describes the design and implementation of a modular access control service that improves the separation between application logic...

**17** A plan for producing a conventional Ada library

Marin D. Condic

September 2003 **ACM SIGAda Ada Letters**, Volume XXIII Issue 3

Publisher: ACM Press


Full text available:  pdf(294.13 KB) Additional Information: [full citation](#), [abstract](#)

There is a general consensus that Ada would benefit from having a library of tools available that would be standard across most or all implementations. This paper discusses how to get a "standard" library for Ada without impacting the ARM, increasing the leverage available to Ada developers, providing an enhanced product for the Ada compiler vendors, sparking new interest in Ada and perhaps building a financially successful business in the process.

# **18 Bazaars, services, and systems: Experimental platform for mobile information systems**

Rudi Belotti, Corsin Decurtins, Moira C. Norrie, Beat Signer, Ljiljana Vukelja  
August 2005 **Proceedings of the 11th annual international conference on Mobile computing and networking MobiCom '05**

Publisher: ACM Press

Full text available:  pdf(987.54 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)


Interaction design is a major issue for mobile information systems in terms of not only the choice of input-output channels and presentation of information, but also the application of context-awareness. To support experimentation with these factors, we have developed a platform that supports the rapid prototyping of multi-channel, multi-modal, context-aware applications. The paper presents the main components of the platform and describes how it was used to develop a tourist information system ...

**Keywords:** interactive paper, mobile information system, rapid prototyping, tourist guide, voice interface, web publishing

# **19 An interaction engine for rich hypertexts**

Kasper Østerbye, Kurt Nørmark  
September 1994 **Proceedings of the 1994 ACM European conference on Hypermedia technology ECHT '94**

Publisher: ACM Press

Full text available:  pdf(1.04 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

In semantically rich hypertexts it is attractive to enable presentation of a network of nodes and link at different levels of abstraction. It is also important that the user can interact with the hypertext using a command repertoire that reflects the chosen abstraction level. Based on a characterization of rich hypertext we introduce the concept of an interaction engine that governs the separation between internal hypertext representation and external screen presentation. This separation is ...

**Keywords:** aggregated views, event control, interaction engine, program development, tailorability

# **20 Applying web oriented technologies to implement an adaptive spread spectrum watermarking procedure and a flexible DRM platform**

Franco Frattolillo, Salvatore D'Onofrio  
January 2005 **Proceedings of the 2005 Australasian workshop on Grid computing and e-research - Volume 44 ACSW Frontiers '05**

Publisher: Australian Computer Society, Inc.

Full text available:  pdf(595.90 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

The advances in multimedia technologies have created opportunities for Internet pirates, who can copy multimedia documents and illegally distribute them, thus violating the legal

rights of document owners or web content providers. Such a situation is an actual threat particularly for web content providers, which often have neither the technical competence nor the economical advantage to directly implement effective security services to combat the unauthorized trading of their distributed multimedia ...

**Keywords:** XML, digital rights management, watermarking, web services

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